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        .DO      Internal
        .LSTON
        .Page
        .FIN

        .ORG    $1000 ;move this code into the eprom

DevSubType     .DO      SystemCode
                .Equ    $00 ;system device
                .ELSE
DevSubType     .Equ    $01 ;diagnostic device
                .FIN

                .BLOCK 0,2 ;reserve two bytes for the checkbyte
PassWord:      .DB      0 ;bank 0
                .DB      $F0, $78, $3C, $1E

FmtDelay:      .DO      W_10MB
                .DB      $1F      ;busy wait for a while
                .ELSE
FmtDelay:      .DB      $1F
                .FIN

Rw1_Cylinder  .DO      W_10MB
                .Equ    257      ;cylinder at which to turn on RW1 and PC
                .FIN
                .DO      W_20MB
Rw1_Cylinder  .Equ    257      ;cylinder at which to turn on RW1 and PC
                .FIN
                .DO      W_40MB
Rw1_Cylinder  .Equ    514      ;cylinder at which to turn on RW1 and PC
                .FIN
Rw1_Value:     .DB      .HIBYTE, Rw1_Cylinder, .LOWBYTE, Rw1_Cylinder

B0_VctTab:
Start_Vector:  Jp      Start_Command
LL_Vector:     Jp      Load_Logical
LH_Vector:     Jp      Load_Header
RdL_Vector:   Jp      Rd_Leave
CS_Vector:    Jp      ClrNormStat

LdPw_Vector:   Ld      !r2,*.HIBYTE. Load_Password
                Ld      !r3,*.LOWBYTE. Load_Password
                Call
                Ret     Bank_Call

Free_Vector:   Ld      !r2,*.HIBYTE. Strt_FreeProcess
                Ld      !r3,*.LOWBYTE. Strt_FreeProcess
                Call
                Ret     Bank_Call

ExtStk_Vector: Ld      !r2,*.HIBYTE. Init_ExtStack
                Ld      !r3,*.LOWBYTE. Init_ExtStack
                Call
                Ret     Bank_Call

ZrRd_Vector:   Ld      !r2,*.HIBYTE. Zero_Rdbuf
                Ld      !r3,*.LOWBYTE. Zero_Rdbuf
                Call
                Ret     Bank_Call

ClrStat_Vector: Ld      !r2,*.HIBYTE. ClearStatus
                Ld      !r3,*.LOWBYTE. ClearStatus

```

	Call	Bank_Call
	Ret	
SIfTst_Vector:	Ld	!r2,.HIBYTE. SelfTest
	Ld	!r3,.LOWBYTE. SelfTest
	Call	Bank_Call
	Ret	
SprTbl_Vector:	Ld	!r2,.HIBYTE. Load_SprTbl
	Ld	!r3,.LOWBYTE. Load_SprTbl
	Call	Bank_Call
	Ret	
LC_Vector:	Ld	!r2,.HIBYTE. Load_Cache
	Ld	!r3,.LOWBYTE. Load_Cache
	Call	Bank_Call
	Ret	
Scan_Vector:	Ld	!r2,.HIBYTE. D_Scan
	Ld	!r3,.LOWBYTE. D_Scan
	Call	Bank_Call
	Jp	Rd_Leave
I_Scan_Vector:	Ld	!r0,.DevSubType ;check for SystemCode
	Or	!r0,!r0 ;IF SystemCode THEN DevSubType = 0
	Jr	Nz,I_Scan_Ret
	Tm	Except_Stat,*PwrRst ;only do scan after power reset
	Jr	Z,I_Scan_SprChk
	Ld	!r2,.HIBYTE. Scan
	Ld	!r3,.LOWBYTE. Scan
	Call	Bank_Call
I_Scan_SprChk:	Ld	!r2,.HIBYTE. Chk_SprCnt
	Ld	!r3,.LOWBYTE. Chk_SprCnt
	Call	Bank_Call
I_Scan_Ret:	Ret	
WrBlk_Vector:	Call	WriteBlock
VctrB0_Ret:	Jp	Bank_Ret
RdBlk_Vector:	Call	ReadBlock
	Jr	VctrB0_Ret
SC_Vector:	Call	Srch_Cache
	Jr	VctrB0_Ret
Seek_Vector:	Ld	!r2,.HIBYTE. Seek
	Ld	!r3,.LOWBYTE. Seek
	Call	Bank_Call
	Jp	Bank_Ret
ExtPush_Vector:	Ld	!r2,.HIBYTE. Ext_Push
	Ld	!r3,.LOWBYTE. Ext_Push
	Call	Bank_Call
	Ret	
ExtPop_Vector:	Ld	!r2,.HIBYTE. Ext_Pop
	Ld	!r3,.LOWBYTE. Ext_Pop
	Call	Bank_Call
	Ret	
DeviceParams:	.D0	W_10MB

```

.ASCII 'Widget-10
.DB $00, $01, $0 + DevSubType
.DB HiRevNumber, LoRevNumber
.DB $00, $4C, $00
.DW 532 ;number of bytes per block
.DW 514 ;number of cylinders is 514
.DB $02 ;number of heads is 2
.DB NbrSctrs
.DB $00, $00, 76 ;number of spare possible
.LSTOFF
.FIN
.DO Internal
.LSTON
.FIN
.DO W_20MB
.ASCII 'Widget-20
.DB $00, $01, $10 + DevSubType
.DB HiRevNumber, LoRevNumber
.DB $00, $98, $00
.DW 532 ;number of bytes per block
.DW 514 ;number of cylinders is 514
.DB $02 ;number of heads is 2
.DB NbrSctrs
.DB $00, $00, 76 ;number of spare possible
.LSTOFF
.FIN
.DO Internal
.LSTON
.FIN
.DO W_40MB
.ASCII 'Widget-40
.DB $00, $01, $20 + DevSubType
.DB HiRevNumber, LoRevNumber
.DB $01, $30, $00
.DW 532 ;number of bytes per block
.DW 1028 ;number of cylinders is 1028
.DB $02 ;number of heads is 2
.DB NbrSctrs
.DB $00, $00, 76 ;number of spare possible
.LSTOFF
.FIN
.DO Internal
.LSTON
.FIN

```

Dev_Parm_Len .Equ .PC. - DeviceParams

.LSTOFF